UNIVERSITY COLLEGE of the FRASER VALLEY

PAC FORM #2

COURSE IMPLEMENTATION DATE:[September 2001]

COURSE TO BE REVIEWED DATE:[September 2005]
(Four years after implementation date)

OFFICIAL COURSE OUTLINE INFORMATION

Students are advised to keep course outlines in personal files for future use.

Shaded headings are subject to change at the discretion of the department and material will vary - see course syllabus available from instructor

FACULTY/DEPARTMENT: GRAPHIC DESIGN

GD 262	GD 362	2
COURSE NAME/NUMBER	FORMER COURSE NUMBER	UCFV CREDITS

THREE-DIMENSIONAL DESIGN

COURSE DESCRIPTIVE TITLE

CALENDAR DESCRIPTION:

Students will develop designs for three-dimensional use (packaging, signage, point-of-purchase, etc.) from concept to a printed portfolio piece. Industry production processes and materials will also be studied. Students will also focus on meeting deadlines and developing their computer skills.

PREREQUISITES: Completion of Semester 3 of the Graphic Design program, or permission of the instructor.

COREQUISITES: None

SYNONYMOUS COURSE(S)

(a) Replaces: GD 362
(Course #)

(b) Cannot take GD 362 for further credit
(Course #)

SERVICE COURSE TO:

(Department / Program)

(Department / Program)

TOTAL HOURS PER TERM: **39**

STRUCTURE OF HOURS:

Lectures:	21	hrs
Seminar:		hrs
Laboratory:	15	hrs
Field Experience:	3	hrs
Student Directed Learning:		hrs
Other (Specify):		hrs

TRAINING DAY-BASED INSTRUCTION

LENGTH OF COURSE:

HOURS PER DAY:

MAXIMUM ENROLMENT: **30 (25 for program)**

EXPECTED FREQUENCY OF COURSE OFFERING: Once a year

WILL TRANSFER CREDIT BE REQUESTED? **YES** X **NO**

TRANSFER CREDIT EXISTS IN BCCAT TRANSFER GUIDE: **YES** **NO**

AUTHORIZATION SIGNATURES:

Course designer(s): Graphic Design Faculty

Department Head: Don Murray

PAC Approval in Principle Date:

Chairperson: *(Curriculum Committee)*

Dean: Virginia B. Cooke

PAC Final Approval Date: January 29, 2003

GD 262

COURSE NAME / NUMBER

LEARNING OBJECTIVES / GOALS / OUTCOMES/ LEARNING OUTCOMES:

Recite industry terminology.
Modify 2-D design into 3-D media.
Compare benefits and limitations of industry materials and processes.
Recognize form follows function.
Apply ergonomic principles to 3-D design.

METHODS:

Lecture.
Brainstorming.
Field Trip.
Problem Solving.
Audiovisual Material.

PRIOR LEARNING ASSESSMENT RECOGNITION (PLAR):

Credit can be awarded for this course through PLAR YES ___X___ NO _____

METHODS OF OBTAINING PLAR:

Interview and Portfolio.

TEXTBOOKS, REFERENCES, MATERIALS:
(Textbook selection varies by instructor. An example of texts for this course might be:)

Packaging Graphic Design ISBN 1564968170
The Marketer's Guide to Successful Package Design ISBN 0844234389
Designing and Planning Environmental Graphics ASIN 0866361782

SUPPLIES / MATERIALS:

* X-acto Knife
* Spray Glue
* Felt Pen Set
* French Curves
* Tracing Paper
* Steel Ruler
* Matte Board
* Marker Paper
* Glue Gun
* Foam Core

STUDENT EVALUATION:
(An example of student evaluation for this course might be:)

Projects 60%
Small Assignments 30%
Short Tests 10%

GD 262

COURSE NAME / NUMBER

COURSE CONTENT:
(Course content varies by instructor. An example of course content might be:)

Reinforcement of lateral thinking --2D into 3D.
Overview of materials and processes used.
Designing for the environment.
Industry terminology.
Emphasis on craftsmanship.